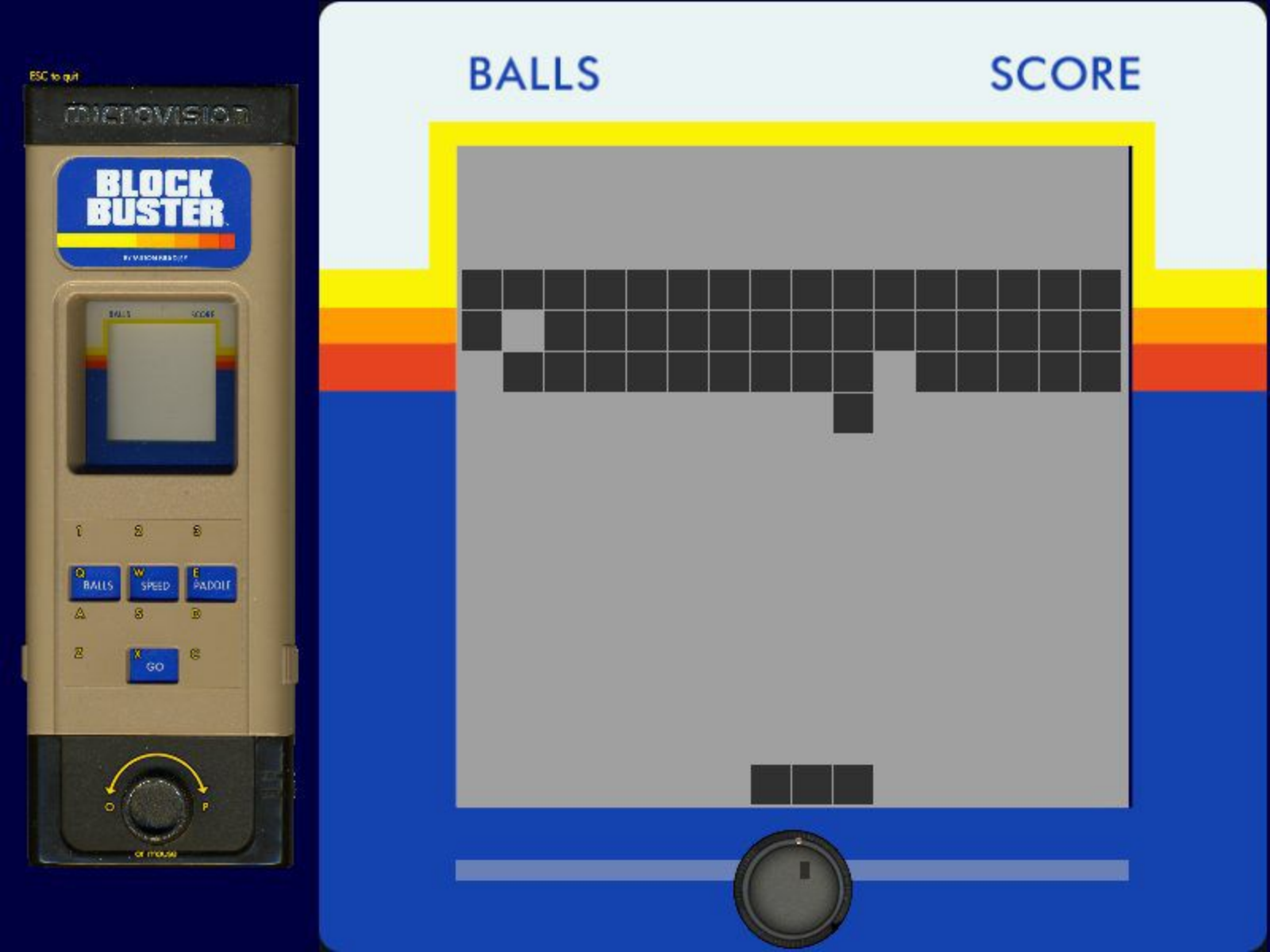

ESC to quit
MICROVISION
BLOCK BUSTER
BALLS
SCORE
1
2
3
Q BALLS
W SPEED
E PADDLE
A
S
D
Z
X GO
C
O
P
BALLS
SCORE

BLOCK BUSTER™

microvision™

BY MILTON BRADLEY

B ELECTRONICS MILTON BRADLEY®

GAME BOOKLET

OPERATING PROCEDURES

FOR BEST RESULTS USE ALKALINE BATTERIES ONLY!
Alkaline batteries are recommended for better performance and longer life. Make sure they are fresh and strong as even new batteries may be defective or weak and may cause unsatisfactory operation.

INSERTING THE BATTERIES

1. Turn the console over. Using a fingernail, lift up the locking tab on the battery compartment cover and lift it off. *See Fig. 1.*
2. Only ONE 9 volt transistor battery is needed to operate Microvision. We suggest you buy two alkaline batteries, use one to operate the unit and keep the other as a spare in the easily accessible Spare Battery Storage area [remember the spare is always there when you need it!]. See Figure 2. for the proper positioning of the functioning battery and the spare battery.
3. Make sure the functioning battery is inserted properly. To make the proper connection, insert the terminal heads as shown in the detailed diagram on the bottom of the battery compartment in the console, itself.
4. Now insert the spare battery in the Spare Battery Storage area right next to the functioning battery.
5. Replace the battery cover and turn the console face up.

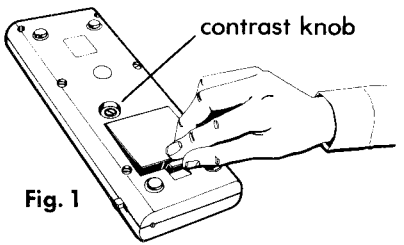


Fig. 1

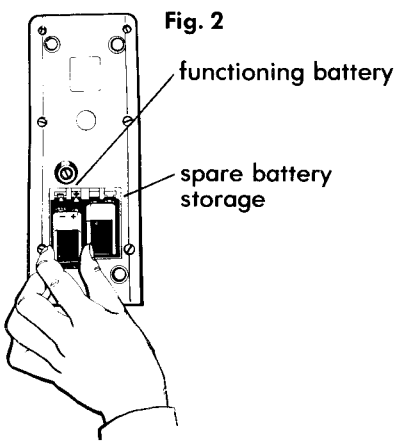


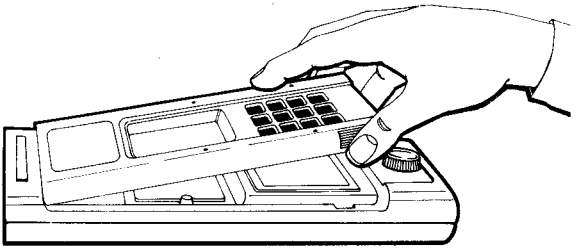
Fig. 2

© 1980 by Milton Bradley Co. under Berne & Universal Copyright Conventions. Made in U.S.A.

INSERTING THE CARTRIDGE

1. First, check to be sure the ON/OFF switch is DOWN in the OFF position. Then, holding the cartridge at an ANGLE, slide the top of the cartridge into the slot at the top of the console. See. *Fig. 3.*

Fig. 3



2. Then, press down, snapping the cartridge into place.
3. IMPORTANT, now turn the ON/OFF switch UP to the ON position. The liquid crystal display of the option screen should appear. If it does not, grasp the sides of the cartridge at the grooves, squeeze lightly and lift it upward as far as it can go, so it is in a raised position but still inserted into the slot at the top of the console. Then press the cartridge downward again, snapping it into place in the console. The option screen should appear.
4. TO REMOVE THE CARTRIDGE: before removing the cartridge, make sure the ON/OFF switch is DOWN in the OFF position. Grasp the sides of the cartridge at the grooves, squeeze lightly, pull the cartridge up slightly [DO NOT FORCE]. Then gently slide the cartridge out, directly over the Control Knob, keeping it straight to avoid twisting and turning.

CONTRAST KNOB

1. When you turn the game on, you may notice that the screen contrast needs adjustment.
   Note: The contrast has been factory adjusted to room temperature (approximately 70°).
2. Locate the contrast knob on the back of the console *(refer to Fig. 1)*. Insert a dime (a fingernail, etc.) into the groove in the knob and turn it until you achieve the desired contrast.

SPECIAL CAUTIONS

1. **It is recommended that you use and store your Microvision console and cartridges at temperatures ranging from 32°F to 104°F.**
2. **The liquid crystal display is sensitive to direct sunlight, abrupt temperature changes, high humidity or dampness, and dust. It is best to avoid using your game in areas where the above conditions are present.**
3. Do not press down on the screen area or subject your game to impact or shocks.
4. Do not handle the contacts at the top of the cartridge.
5. If you will not be playing the game for a day or more, it is recommended that you remove the cartridge from the console.
6. If you leave the power on for an extended period of time with the cartridge in the console, permanent damage to the display will occur.

BATTERY REPLACEMENT

1. When the battery is losing power, the screen may blank out or the display could appear erratic.
2. Turn the power off, remove the battery cover, and replace your old battery with the fresh 9 volt [alkaline type] battery stored in the Spare Battery Storage area.

IMPORTANT

Turn the power off when not playing the game. Microvision will alert you periodically with a signal if you leave the power on when you are not playing the game.

GAME PLAY FOR BLOCK BUSTER

OBJECT:

Knock out all the blocks in the 3-layer wall using a ball & paddle.

1. Slide the ON/OFF switch *up* to ON. The option screen will appear.
2. Press the BALLS key to select the number of balls that you want to play (1, 3, 5, 7 or 9).

3. Press the SPEED key to select the speed of the serve (Fast or Slow).
4. Press the PADDLE key to select the width of the paddle (Triple or Double).
   Note: The Double width paddle, because it only allows for diagonal play, requires a greater degree of skill to master.
5. Press GO and the score screen appears. Press GO again and the wall and paddle appear on the screen.
   Note: If you do not press another key on the keyboard within approximately 10 seconds, the game will signal you and will display the score on the screen. This is to remind you that the game is still on.
6. Turn the Control Knob on the console to move the paddle from side to side.
7. Press GO to serve the ball. Bounce the ball off the paddle into the wall. When the ball hits the wall, it eliminates a block. Try to volley the ball as many times as you can. If you eliminate all the blocks, a new wall appears and the same ball is still in play.
8. When you miss a ball, your score and the number of balls you have left appears on the screen.
9. Press GO to show the wall and paddle. Press GO again to serve the next ball.
10. If you have the speed set on Slow, the pace quickens when you hit a block in the top row. If you have the speed set on Fast, the rate will remain fast at all times.
11. When you have played all the balls chosen at the beginning of the game, the game is over and you will see your score.
12. Press GO to return to the option screen. Press GO to show the score screen. Press GO to show the wall and paddle. Press GO again to serve the ball.

SCORING

You get 1 point for each block you hit in the bottom row, 2 points for each block in the middle row, and 3 points for each block in the top row.
Each complete wall totals 96 points. (After reaching 999 points, you must add 1,000's to the score that shows on the screen.)

Remember—Turn the power off when not playing the game.

90 DAY LIMITED WARRANTY ON MICROVISION CONSOLE AND GAME CARTRIDGE

Electronic console and game cartridge are warranted by Milton Bradley Company to the original purchaser for a period of 90 days from the original purchase date under normal use and service against defective workmanship and materials (batteries excluded).

This warranty is void if electronic console and game cartridge have been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley shall not be liable for loss of use of electronic console and game cartridge or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

During the warranty period, if found to be defective due to workmanship or materials, electronic console and game cartridge will either be repaired or replaced with reconditioned products of an equivalent quality (at Milton Bradley's option) without charge to the purchaser when returned with proof of purchase date, shipping prepaid to the address listed below. In the event that the electronic console and game cartridge are replaced, the warranty on the replacements will be continued for 90 days (see specific warranty information for other game cartridges in each individual cartridge instruction booklet).

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Post Warranty Repair Policy

After the 90 day warranty period has expired, Milton Bradley shall, for a period of one year from the date of purchase, either repair your products or replace them with a reconditioned electronic console and game cartridge on the condition that you return your products, shipping prepaid, to the address listed below along with proof of purchase date and your check or money order in the amount of $10.00. Milton Bradley shall not be obligated to perform this service if electronic console and game cartridge have been abused, misused, improperly serviced or damaged due to accident.

General Instructions

IMPORTANT – Before returning electronic console and game cartridge for repair, we recommend that you test your console with fresh, strong batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.

MAILING INSTRUCTIONS
PLEASE READ CAREFULLY AND RETAIN THIS IMPORTANT INFORMATION FOR FUTURE REFERENCE

REMOVE THE BATTERIES FROM THE CONSOLE–DO NOT RETURN THEM

If your game does not work, return both the electronic console and the game cartridge and any other game cartridges that do not work.

If the original packaging is available, repack electronic console and game cartridge or cartridges in their packing and box. If not available, wrap carefully, making sure to surround the products with adequate padding. If the 90 day warranty period has expired and your purchase date is still within our one year time limit, send in $10.00 and proof of purchase. Please include a brief description of the problem, your return address and mail postage prepaid and insured to the following address. Do not send the batteries with the console and the game cartridge or cartridges.

Milton Bradley Company
Attn: Electronic Quality Control
'Building 104-A, Lincoln Street/Federal Square
Springfield, MA 01105

REV. 5/80

This toy has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this toy could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information.

If you notice interference with radio or television reception while this toy is on, move the toy away from the television or radio. If the toy is the cause of the interference, then moving the toy away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet helpful:

"How to Identify and Resolve Radio-TV Interference Problems."
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402

©1979 by Milton Bradley Co. under Berne & Universal Copyright Conventions. Made in U.S.A.